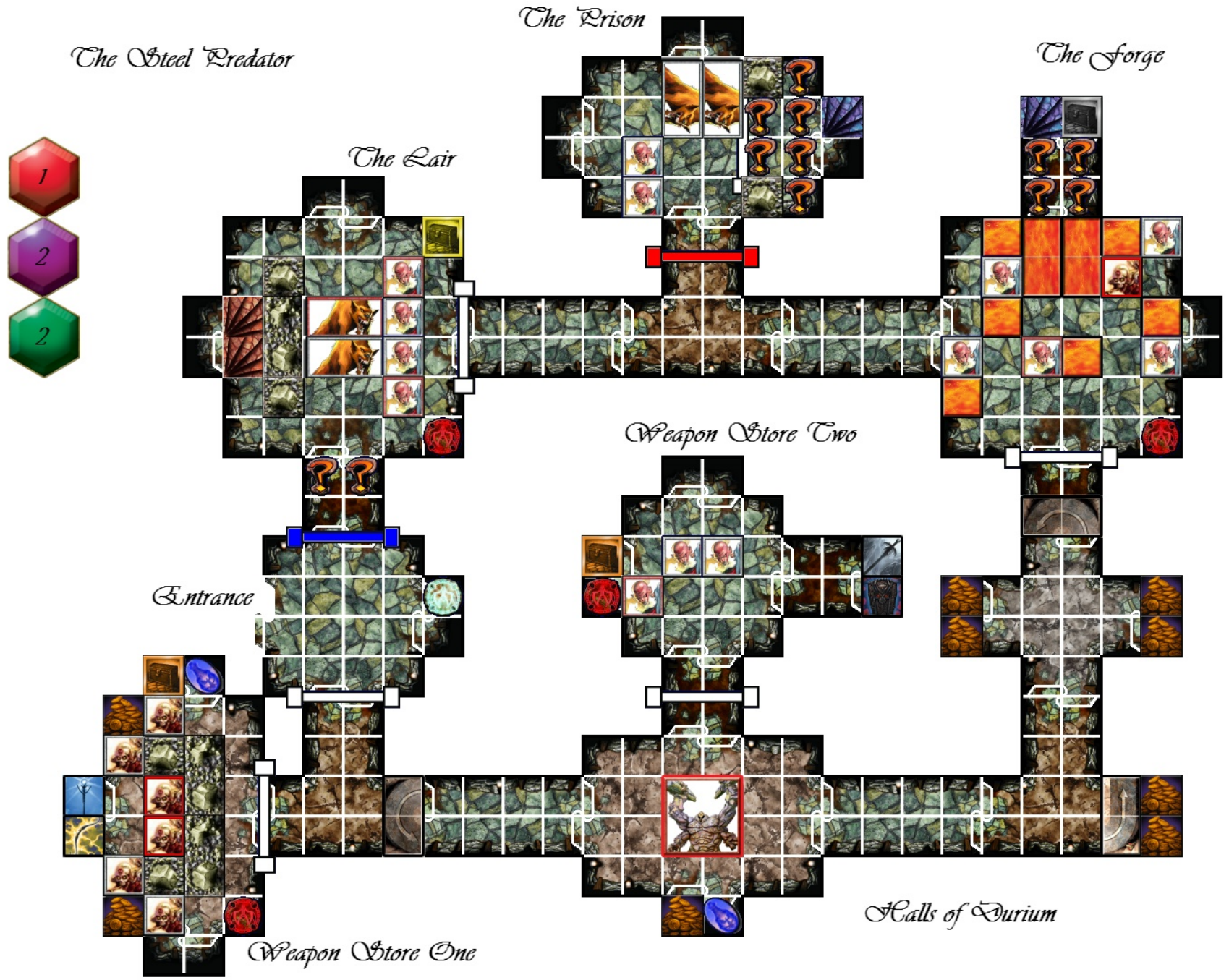

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Steel

By Elliot Smith

Scenario Background

In the Land of Aguyna children have been sighted missing from the Capital City Aguyas, this has found to be the work of a foul beast known as the Steel Predator. The King calls the Champions of the Academy of Heroes too him and orders them too snuff out this beast, he also informs them that the predator is not only taking children but weapons as well. Without, which the King cannot support the army in the Dust Desert against the Demons of the Dark Lands and Creatures of Ice from the South, without the beast slain and weaponry returned the next supply cart will not leave for the Dust Desert. However, the beast has cultists known as the Silent Fire Order this oporation could turn to be just as bad as the Predator itself.
The Armoury was attacked later that very day all the Blacksmith's killed and weapons taken or broken. However, the Predator left one thing he did not intend.
Marks left by the Predator lead the Champions straight too the beasts lair. Once a powerful Forge known as Durium but now a refuge for the Steel Predators twisted Evil demise.

Mission Goals

Slay the Steel Predator!
Free the Children of Aguyas!
Retrieve the stolen weapons!
Destroy the Silent Fire Order!

Important: Treasure:
Copper: 1 Treasure, 100 Coins, 1 Conquest Token.
Silver: 1 Treasure, 200 Coins, 2 Conquest Tokens.
Gold: 2 Treasure, 300 Coins, 3 Conquest Tokens.

All Sorcerror's are Silent Fires.
All Hell Hounds are Blood Wolves.
Azex is the Master Golem from Halls of Durium.
The Master Hell Hound from The Lair is the Steel Predator.

Maul: Beasts with the Maul ability half enemy armour when arttack rounded up.
Fire: If a Hero is Burned any Heroes adjacent Heroes recieve one Burn tooken.

Azex
Speed 3
Health 12
Armour 4
Meele: Red, Two Greens and a Yellow
Abilities: Unstoppable

Silent Fire Master
Speed 5 6
Health 5 7
Armour 2 3
Magic: White, One Green and a Yellow +1 Black
Abilities: Burn + Fire

Blood Wolf Master
Speed 4 5
Health 7 8
Armour 3 5
Meele: Red, One Green and a Yellow +1 Black
Abilities: Bleed + Maul

Steel Preadtor
Speed 5
Health 15
Armour 4
Melee: Red, Two Greens a Yellow and Black
Abilities: Maul, Command

Halls of Durium:
Don't place out the Boulder tracks!
This is too show the patrol area of Azex every turn he moves along it when he gets too the end he turns around and goes back. If a Hero is within six squares and line of sight of Azex he stops his patrol and attacks.
Tell Heroes.

The Heroes don't recieve the special weapons yet these must be recieved too complete the weapons objective. The Hero who picks up the weapon recieves a Copper Treasure for each one they pick up however.

The Forge:
The Lava cannoted be passed except by Silent Fire's or they die.
The ?'s are a giant smeleter.
At the start of each turn a Silent Fire can be place adjacent too the smelter on the lava.
This cannot happen is the Matser Skeleton is killed.

The Prison:
The ?'s behind the door are children represent them with spare Hero figures.
Take them off when they are freed.

The Lair:
Don't place out the ?'s.
The staircases lead up too the rubble, which thereafter can be stood on.
Only Magic and Archery can attack things on the rubble unless they have reach. For things with meele too attack they have too be either on the rubble or the rubble.

Blood and Flame:
The two spaced square at the top of the Prison is taken away. Also the ?'s in The Lair are replaced with rubble. PLace four Blood Wolves, Three Silent Fire's and One Master Silent Fire in the Prison once these are killed the Heroes win.

Entrance

Here lays the once proud Forge of Durium were the Steel Predator has made his Liar. Too the West is a Large Steel Door with a large Blue Rune shaped lock, however too the East is a rotten old wooden one, with tracks nex too it. The Howls of Wolves echoes the halls and crackles with fire.

Halls of Durium

"Azex do this, Axez do that, stupid patrol duty for once I want too smite something and I'm still sent away," A Golem says crashing his large rocky feet on the soft Forge floor demolishing all of the Steel Predators tracks.

Read when Azex is killed:
The totemic boulder crumbles and a red rune lock squids across the floor.
Give the Heroes the red rune.

Weapon Storage One

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On this door it has the figures WS1, on entrance the most pathetic of the Silent Flame order creeps out of the creveses in the wall, Skeletons. These guard Weapons the prdeator has stolen, which looked as if they have been chewed up.

Weapon Storage Two

This door has the figures of WS2 on noises of Gnarls come from behind.

The Forge

Silent Fire's are pushing children into a giant Smelter and more Silent Fires appear out of the lava below.

Read once all the enemies in The Forge are destroyed: A child runs up too the edge of the smelter and yells -
Read if Azex is dead: The Prison is just too the left be careful we a re guarded by Blood Wolves.
Read if Azex is not dead: The Prison is just too the left but it is locked that walking Boulder Azex holds the key.

The Prison

Wolves Howl and two Silent Fire's crackle lighting up the dark room.

Read once the Prison is open: The children run free and flee back too Aguyas.

The Lair

The Steel Preador is here, when the Heroes enter he spits out a sword and leaps down from a wall.

Read once the Prdeator is dead: The Steel Prdeator melts into a silver fluid in amongst this fluid is a blue rune.
Read Blood and Flame when the Blue Runed door is opened.

Blood and Flame

Sheathing a sword the Heroes exit the Lair. However, two Silent Fire's send a red light too the cieling, rock crashes too the floor the Heroes are blasted back the Silent Fire's are destroyed. A distant noise comes from the Prison, a Blood Wolfs' howl cries.

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